

The Solar System Dynamics and Beyond

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Abstract

The Method used here is the continuation of the quantum properties from My first QED paper. It Is therefore advised you read the paper first and then Continue into the new way of measuring and describing the properties of Sun and it's planets. The classical way of geometrical and metric suited of fluid dynamics here is absent as I have used Energy Charge and Gravity along with the force to define the properties of the Sun and the solar bodies. The description is in Mathematics and the equations give results matching the present observations and known facts. Some are a bit confusing, but I wrote it as I understood it should be. Even though the answer does not match the classical way of calculating things it's been described where is the difference. And why , such as mass is not what you think you are calculating. A Bold claim to the hosts of science, the book holders and the rest of the papers. But it describes why the planets compounds are such as the notions of it being true. It discusses with the methodology of the absolute properties of the sun and its planets that re to be measured by the satellites sent into space and with modern equipment. However this method introduces a new way of thinking, such as why the size of the planet is measured the value it is. could it have been a little smaller or a little bigger? Could its gravity be a little different but why is it so that its gravity is weak. How many types of planets can there be, as assumed from these calculations. Are there just planets and stars in the galaxy? And what are they made of. Why do they spin. Why does it attract or retract. Why is it so that the mass and the weight are different. And why does it all fall into a fathomable scale. What is a jump. And what is a jump down. What is the speed of light and what is void. What and how the galaxy is spinning and against what properties. Is it a black hole you are triggering to find out or its it simply a quantic phenomenon. All these and more discussed in a formalized way that one does not have to calculate gaseous planets and the rigid bodies in a different formula, all can be calculated in a comprehensible formula that is easily understood in plain language of simple mathematics of multiplication and division of retiree ratios and the compound catalyst that is a mystery till we experimentally find these phenomenons to be true. Until then this is a theory of the solar system and its dynamics. The galaxy and the void.

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Keywords: Quantum Mechanics; Solar G frequency for Energy; The Gravity; The Charge bond; The Gravitational field; Planets and its Properties; Planet Charge; Planet Energy; Position; Size; Radius; Spin-rate; Orbit; Mass; Weight; Galaxy; Integer space; Black-Hole; Void.

1. Introduction

1.1 Gravity

IT IS THE G. EINSTEIN. NEWTON. GALILEO & KEPLER... CAN THEY BE SLIGHTLY MISGUIDED BY THE INTUITION OF THE VISION PARALLAX TO THE OUTER BOUNDS

The question

Is gravity ultimate. is it a linear phenomenon. is it a field. why is it that it orbits. comes closer. but not too close. what are the bounds of it. what is it. where is it coming from. who's responsible for such anarchy of attraction and a unsupervised mass to be entangled to their halfway. Why ... did God do this. but how ? more importantly when ? but since time is nothing but a gap of void. who made the lattice? Why does a planet spin. why does it orbit. why its size is so different for different planets. is it the compound. or something else. Why is that the compound is so different. Why do planets form, and how do they form. Is it a residue from the big Sun's centrifugal movement in galaxy or is it some other phenomenon. what is the charge of the planet. and if they are made out of different compound why are they planets and orbiting in g frequency. does have to be with chemical compound. chemicals create electrical charges. are these batteries made out of fire. then how does fusion become charge. What is the source of energy in a macro order. is it quantic. And why is behaving like a quantic manner. Is all properties of the galaxy same. Then why does it have a turbulence field. Why are the objects moving like the way they are. what is the space. void and galaxy. Are the planets and stars the same. what suns. what is it made of. is it fire and fusion. what is fusion. why the radio activity is so low. and if its fire then what is the form of charge. or energy is visibly burning? questions a squandering mind. answered with patience and a little bit of information found from nasa.

1.2 The Method

1.2.1 Traditional Method

The traditional methods was observing. the second was calculating observations. and then observing with radio waves, IR and different wave lengths of light. but here we are going to explain it in a bit different way. we are going to understand what is it that we are connected too. why we fall. why we fly. why we need a escape velocity and why we are free in space. why the planets are shining. why the planets are orbiting and above all, all fundamental CHARGE. FORCE and GRAVITY.

1.2.2 A Quantic Approach

The quantic approach is a way to formulise the phenomenon of gravity one by one matching with the NASA

data along with solar mapping techniques learnt in the study of the triangles and the atom. it is going to be used and explained why and how and so forth therefore comprehension of the phenomenon. if it is a close match and it explains why we have a aperliion and perhilion then its explained to its detail. we are also going to explain why the masses are so different in the planets and compare with evidence of knowledge of nasa observation. the compound and the regular classic way of the calculation also going to be the evidence of regularity and similarity between the two approaches. its not discarding the idea of mass being the density per volume.its that mass in quantum or in any other form cannot be that heavy for that object as the lighter it is the slower it will move the heavier it spins the faster its going to orbit. As you are getting the idea of Venus ad Uranus we are also going to explain why Venus turns and orbits the other way anti clockwise. ad why earth is full of life. it is not only the so called the comfortable zone but it is the nature of the planet. if its little bit colder then colder animals would have evolved in this planet. because its a special planet. and that you are going to discover through this approach.

The phenomenons discussed

3. Materials and Method

3.1 Gravity bonds

First we need to get of the shell that gravity attracts. Magnetism or outer parameter of the primary bonds in its electric field and curving magnetic field is the one that attracts. gravity bends mass. not space. space is $1/1$. It is. like a frame structure. a base of all of one thing and everything. and to believe it could be spherical from what the equations suggest. the Integer space have been explain in the previous post the quantum formulization _01 here, and will not be used as it is a base of quanta. but only the proof that it quantic to macro because every 10 steps it multiplies its self with a power of 10. so if i have a quanta n. it multiplies n to the power infinity. and acts the same way. the compounds available are the cause of this energy. But if you think like a quanta it has the same structural phenomenons as the Quanta or to the Atom itself as the both act the same but one made out of pure energy and one is made out of compositions of energy. This causes them to be multi million times bigger or smaller but act at a quantic level. Suppose the Higgs or the electrolyte is the center of an atom. which is made out of pure energy. the composition at the core of. star and planet is the same. since charged elements make electric current or a propagation is made of energy s current. this propagation creates the turbulence field which it spins on. and so forth the entire system is cooled down by the charge of the planet. and the energy or its EMV. to its proportional dimension which will be discussed here. the gravity bond has a gravitational frequency. its a fleid. But the field have a linear potentiality of an electric field of Mass. This Mass has charge in Stars, no charges coming out from the Planet. so the fireball is the charge of the star. the total Emv to C. C to E and E to M. M to G. and that is the network of these phenomenon. A conversion cycle of this can be explained by the particle omega. or the omega baryons. whether the omega baryon is smaller or bigger than Higgs makes it the center of a atom particle. being of 1.8 mev makes it the smallest particle and to be the center. The center must then have E to M and M to E and a phenomenon of recycling E and coming back again. But for Atom it's static as it spins in a different way. that is not observed. but theorized. Spins are much more visible in a natural scale or in the macro scale of power 1o to the power 10. after that it's another 10. so the center of the galaxy does not

have to be a black hole it just need to be the omega baryonic limit or the Higgs particle. Just very big, because according to the nature of omega baryonic limit the possible way a black hole can be described is a limit of expansion or desiccation. to basically convert the M to E. while having a strong magnetic turbulence field. if a paper is written about black hole I'm sure it will have magnetism explained as its part. This theory of the solar system and gravity, also puts off the big bang theory and how the Universe was constructed. it must have been that there was this energy that has been directed from the atom U to Atom Angstrom. or the Angstrom to u with divisions of U. both way it is cycle of the same thing that happens to this phenomenon of ECFMG. cycle. that way you have a solid construct of things that can expand recycle but it has, a standard of structure as well due to the nature of its proportions. and scale. the g bond therefore is a frequency of Neutronic pulses. or frequency of its CMV with a special relativity to a primary number space acting on it. that means that light and gravity both are primary Space functions. the gravity is a phenomenon of E to FMV and CMV and the spin-field. But there, again total G in sun is 100 bn miles and at the end the mass field again ends thick with pressure of coming back to the G towards the center of the suns rotational spin-filed. Since it a linear potentiality of E then it holds any potential current in its place and it orbits the sun. if the charge is negative it will orbit the other way. ad it depends on the compound of that planet system.

3.2 Charged bonds

the charged bonds are the special EMV of charge that E to C. in a very special construct of the sun. that it is not the same to pull or to link the object to the gravitational linear bond in the gravitational field. it is related to the F frequency of the primary propagation in linear space. which is used to calculate these values. of how far is the planet with the gravitational frequency and what is the Charge of the planet according to the special Local frequency. so the both are bonded but not swayed. but a spin or turbulence field working on it makes it orbit with that bonded, like a self spin to the tether at the center (G) and the spin of the planet along with its Mass and volume and rest the total EMV. one thing is that charged bonds are only possible probably in a electro potential field. then G or the GE is working on it as well as the force created by both of them. One holding the tether. another splining to its charged spin-field.

3.3 Gravitational Bands or frequency Distribution of Charges and Space. Time

“thy not the form but i spin in a field of force while scattering the frustration of my own little burn. while i'm close in fluid and the time scatters along and get bind of sight. You caught my eye, i there fore am bound ”

3.4 Comprehending : Gravity

THE FUNCTION AND OBSERVATION INDICATES THAT GRAVITY HAS THESE PROPERTIES.

- clocking
- mass pressure.
- ratio of E
- distance ratio
- space depth. and decay

and phase transition and change of fields.

spin

turbulence in space

friction?

Force

Magnetically bound

Push over spherical field.electrical filed.

therefore,

Mass field. and force. and gravitational theory

if gravitational acceleration is same for all. why bigger mass make bigger impact?

one thing could be the topological collapse. but even that means its not same but gradiential and the last one is the strongest to come collapse. but its not. the last one is the softest. such as water buoyancy of a droplet.or jello. The impact is perpendicular to It's topological form.

Topological flow of form

In a spherical field any substance added of the same material or water on metal drags and does around the bounded mesh. that means it cannot penetrate through unless its very fast. but if its just the right amount of fluidity they caress around the spherical bound due to pull of the G!. but if G is centrifugal then the caress would be circular around its topological field. Suppose Earth was a orange. then moon wont be in perfect circle. it would have differentiation and a perihelion and a aphelia lion due to its field of form field. and the spin would push it away. should the spin is faster it should push the moon away. should it be even faster it will throw it away gradually into outer space. should the moon be heavier it would move slow. but if the space is curved then bigger mass will pull it close. which is a strange mass theory. the dual space curve is faulty i dual object inter connected orbits. but with again field it cannot penetrate at that close speed. you need to throw a planet from further away to another to collapse its internal topological filed. such as skin. on the body and and its tension. due to constant spin the filed then rises of its elemental composition and makes the sky filed or the heavy field of earth which is not evident in dry planets. however gases fields such as sky in jupiter is quite heavy yet as the fluidity of earths atmosphere. that means the spin of jupiter is very fast. if its not its not because of the spin. the spin theory is relatable. it has a close bound push field. it has a bound spacial 2 dimensional spinning field which is weak. But yet that does not comply to the moons. the moons or the planets are bounded again in field but it only works for our moon. further moons cannot orbit in the same way as the closest bound of the our moon. that means the although it all fits in its not the case with gravity. they have definite links. and because of the links variation in depth it is that multiple moons or planets around the Sun or the galaxy orbits in a position spinning its way around a void pull/push ratio. Magnets float around electric field. Electric field propagates through magnets faster. This could be the ultimate metallic solution of why planets orbit or the moons orbit around the sun. But a dead planet like Mercury cannot have a spin because it's dead. Should it, would have

If you are small enough you can be at human scale. And stand, but don't flyaway. if you are even smaller you feel the volume even lighter. So you can rest on the surface with a lighter force. but you don't gravitate strongly. we don't feel the pressure of gravity underground caves. But we sink because of the tension towards a falling empty space that the water isn't strong enough to hold our fall. A light man flying is faster. a heavy man falls. because it takes more force to move mass but gravity is the same. Why you are falling is not because of gravity but simply your vertical force is not strong enough. a light man standing on the ground and a heavy man is different in theses that it topology's in a greater delta. A light pyramid and a large pyramid can have same wight ratio to size ad the both can be made in sand. so they wont sink. if i say architecturally that 2/3 is the ratio to hang. the if i make it it ten time bigger it wont sink unless the small one also sinks. Wood is heavy. stone is heavy but they don't sink in sand they simply rest. that is the surface tension not the mass being able to penetrate through sand because the Force of Gravity. They Become the surface topology, which simply has too many particles underneath it which acts like a solid. Thats why the sinking root has a height to root ratio and area. which is 2/3. for 3 meter tall tree it is hard in reverse topology in a 2 meter area. it has nothing to do with either gravity or force. but sinking in space. Like a liquid. So the liquid or whatever it is pulls until the energy reaches a certain point of space. this field is warped around the liquid mass. because its centrapucal. but the liquid is moving. and spinning. this layering of plating moves without disturbance.

then off...

$G = [(F/Dx) \times \Theta] / E \times \text{area of the mass in length an height.}] \times \text{ratio of topological form.}$

This means if E is larger the gravitytional force is more. but since it works on topology it has different result in size. if oyu increase force G increases. it does. its called the G force. mach 3. although oyur weight is still the same. should oyu be smaller in here g also increases. but it should be lighter. then smaller size has bigger G then larger Objects. although this is confusing... in a 10 storied building the bottom is heavier than the roof. but the wright of the object is the problem in this equation. if weigh is PV+KV oyu are adding force. anagin lighter takes less force to move. heavier takes more force. because of the topology. but this explains both the ant and the man and suicide. may be someone dont push someone, and the flairs of sun dont musherom, not curve and etc. ad the falling man in the elevator gets flat rather than loosing weight....!

the solving property to increasing g is g becomes F in tan 0.

- QG.
- spin turbulence
- topology
- force
- mass. default scaler topological pressure due to internal tension.
- space depth
- friction
- a property of mass in alien field. due to $EGC \cdot (\text{turbulence}/EGC) \cdot DDX/DX \cdot DT$.
- Affluence. space tension. tensor.

- distance ratio.
- depth field frequency. G is a Force. EM is a wave. EM is 2D. G is 3D.

Now, think of a spinning sphere metal ball with water slowly poring in. the turbulence field will be middle mounted spatial disturbance. if it is smoke ad more smoke from a horizontal or any direction. it will swirl horizontal to the middle plane. strong enough it will form a halo. But still does not explain outer orbits without depth field frequency of EM. Because atoms are nothing but EM. Expression of all particles. Force does not effect EM. If it did you could punch electricity. but E can convert to F. You can if charge is a force that is ELECTRO Magnetic. negative positive charge is polarity of volume of the charge. as it is 2D. It either goes from high to low or low to high. high to low is ac low to high is DC. i think.. whatever the case is. placement of orbits in shells is not entirely electro magnetic. discard the idea of electrons. again. it is then of the entire particle field. a particle field consists of a energy propagating through out until it hits the bound and because of constant propagation the edge becomes heavy. thus its shell is more pressurize because of space density. As space it self has materialistic property there is hedge limit for unity which frequency and volume of energy can move until it's stopped. 100. 10 5 1 5 10 20. -20 = 0. A topological range could be the Iscolectial range of a volume Energy. again $F=E=G=E=M$. as they are all proportional to each other. Space dimension or tension must be then of its constituent that does not allow E to be out of bound. the total E is Conserved. spacial Quanta is no the same as a Quantic particle. quantic dimension is bigger than space dimensions. bigger smaller? >>>>>|<<<<<discretion disk|<<<<<.X. 89. E/X ...the visual seems to be simpler. SMALLER. so it breaks down and conserves a wall. because it got bigger and dispersed thought out. so the absorption of E dissipates slowly to a sudden halt.But since it's fluid it has curves. It has swirl's it has purges of E on outer surface like the Sun.Black holes have outer limit.

>>>><<<<<discretion disk<<<<<

Black hole just breaks down the E faster. because the E is larger. but it should have a boundary of purged clustered shell around the collapsing topology. seems inter dimensional but its just space doing its thing. breaking conservation of E and stabilizing the E distribution per $X.dx/dt*Quanta$. the black hole is a broken particles in space. i don't think oyu can seem proton decay from that distance. except if the E is high enough the both should emit the same range of photonics exchange.

G stringsLength =((dx(1/4)*dt)block gap)+(((EM/per purge)/(GE)/Quantic space);
G_E = (i*Length);

3.5 GE_Frequency and the relativity of its planets

//range depth

float neutronic_G = 0;

float G_Frequency = 0;


```

float[] int_index = new float[11];

float[] distance_planets = new float[11];

int_index[0] = 1;

int_index[1] = 1.15f;//properties table. but yes the eq is correct.

int_index[2] = 2.15f;

int_index[3] = 2.97f;

int_index[4] = 4.51f;

int_index[5] = 0;

int_index[6] = 15.45f;

int_index[7] = 28.5f;

int_index[8] = 57f;

int_index[9] = 89f;

int_index[10] = 118f;

for (int i = 0; i < 11; i++)

{

    G_Frequency = Symmetrical_Constraint * (Mathf.Sqrt(((Neutron / GE) * (Anamoly_variant /
omega_variant_01)) / U));

    neutronic_G = int_index[i] * G_Frequency;

    distance_planets[i] = neutronic_G;

}

Debug.Log(G_Frequency);//0.3125737

```

4. Results [1-9]

4.1 Positions of the planet described in charges

MERCURY

0.3593035 > Neutronic G_range = CMV*G_Frequency;

In Billion/10 KM . In U Scale. The positions are relative to the space. The Suns G propagates into empty void. The Catalysts for the Stars G is the U properties. Rather than internal properties although the generator is Neutronic. The scale has a jump of 10 to the power 2 to the billion as you would see the jump in later calculations when we try to find the ratio of energy in its area or radius of the planets. Why does it jump is retire to its CMV, but exactly why does this needs to be the expand of to the power 10 is because the whole U scale is in power of 10. Which is the the power space of the integer space as discussed much later. It is called the dimension of the integer space. After 10 it jumps one power of 10 as you would see in the calculations.

VENUS

0.6717414

EARTH

0.9279405

MARS

1.409095

JUPITER

4.827165

SATURN

8.904479

URANUS

17.80869

NEPTUNE

27.80697

PLUTO

36.86767

4.1.2 The Primary Charge Frequency

```
float frequency_charge = (((TotalEmv / (linearpotential * totalE_capacity)) * (TotalCharge / c) * Coulmb) /
totalforce);
```

```
Debug.Log(frequency_charge);//0.9590736
```

4.1.3 The catalysts

```
float linear_frequency = (CbyF * (frequency_charge));
```

```
Debug.Log("++" + linear_frequency);//1.045347
```

```
float Charge_dimension = (particle_dimension / (c / E));
```

```
Debug.Log("++" + Charge_dimension);//1.032586
```

```
float Charge_generation_r = (totalforwardspin / TotalCharge);
```

```
Debug.Log("++" + Charge_generation_r);//1.022462
```

4.1.4 The CMV

```
float EMP = ((E * M) / (7 + 2 + 5));
```

```
float CMV = (frequency_charge * EmptyspaceG) * EMP;
```

```
Debug.Log(CMV);//1.151203
```

```
//mercury standard CMV
```

```
float EMP_V = ((E * E * M) / 14f);
```

```
float CMV_V = (frequency_charge * EmptyspaceG) * EMP_V;
```

```
Debug.Log(CMV_V / Qfreq);//2.152098
```

```
//venus 1st wave.
```

```
float EMP_Er = ((E * E * M * M) / 14);
```

```
float CMV_Er = (frequency_charge * EmptyspaceG) * EMP_Er;
```

```
Debug.Log(Mathf.Sqrt(CMV_Er * CMV_Er * linear_frequency));//2.967457
```

```

//earth 1 st charge field.

//

float EMP_Mr = ((E * M) / 14f);

float CMV_Mr = (frequency_charge * (EmptyspaceG * 2f)) * EMP_Mr;

float CMVnot = (CMV_Mr / Qfreq);//1.862298

//

float EMP_mars = ((E * E * M * M) / 14f);

float CMV_mars = (frequency_charge * EmptyspaceG) * EMP_mars;

Debug.Log((CMV_mars * CMV_mars) / CMVnot);//4.52334

//

//jupiter

float EMP_J = ((E * E * M) / (7 + 2));

float CMV_J = (frequency_charge * EmptyspaceG) * EMP_J;

Debug.Log((((CMV_J * CMV_J) / Qfreq) * CMV) / Charge_dimension);//15.44733

//

//saturn

float EMP_S = ((E * M) / (7 + 2));

float CMV_S = (frequency_charge * EmptyspaceG) * EMP_S;

Debug.Log((CMV_S * GE) / Charge_generation_r);//28.48378

//

//uranus

float EMP_Ur = ((5 + 2) * (E * M) / (9 + 2));

```

```

float CMV_Ur = (frequency_charge * EmptyspaceG) * EMP_Ur;

Debug.Log((CMV_Ur * total_potential_E) / 2f); //57.90663

//

//neptune

float EMP_NP = ((E * E * M) / (7 + 2 + 5));

float CMV_NP = (frequency_charge * EmptyspaceG) * EMP_NP;

//2.660693

float EMP_Neptune = ((5 + 2) * (E * M) / (9 + 2));

float CMV_Neptune = (frequency_charge * EmptyspaceG) * EMP_Neptune;

Debug.Log((CMV_Neptune * CMV_NP * CMV_NP) * Qfreq); //89.76508 //

//Pluto

float EMP_Pluto = (((5 + 2) * 2) * (E * E * M) / (7 + 2));

float CMV_Pluto = (frequency_charge * EmptyspaceG) * EMP_Pluto;

Debug.Log((CMV_Pluto * 2f) * Charge_generation_r); //118.5494

```

4.2 Properties of the planets

Mercury _Pluto.

The spin of the planet is relative to its CMV and the grated charge to universal spin properties. It only explains the catalyst rate of e to M but that has been compromised to the splining cycle ratio percentage and the power of 10 compensation. Thus it is matched to the known phenomenon as we are living in one its planets and our notion of the day and night although jumps from arctic to equator and other phenomenons in day and night speed in hours its somehow matched to the classical followed measurement standard of one day to be 24 hours.

4.2.1 Spin Cycle of the planets

//earth charge

```

float CMV_earth = (Mathf.Sqrt(CMV_Er * CMV_Er * linear_frequency));

```

```
Debug.Log(CMV_earth);

float spinningrate_earth = (((Electricfield * quantic_charge / CMV_earth) * 100f) / (G_Frequency * cover
* 100f));

Debug.Log("spin_Earth "+spiningrate_earth);//24.62145

//cover is in %. so multiply with 100.

//mercury charge

float CMV_mercury = CMV;

Debug.Log(CMV_mercury);

float spinning_rate_mercury = ((Electricfield * quantic_charge / CMV) * cover * 100f) / (G_Frequency *
(size_MU / 100));

Debug.Log("spin_Mercury " + spinning_rate_mercury);//1408.887

//venus spin

float CMV_Venus = CMV_V / Qfreq;

Debug.Log(CMV_Venus);

float spinrate_venus = ((Electricfield * (quantic_charge) / CMV_Venus) * 100f) / (G_Frequency *
(quantic_charge / TotalEmv) * cycle_offset); ;

Debug.Log("spin_Venus " + spinrate_venus);//2841.091

//mars spin

float CMV_Mars = (CMV_mars * CMV_mars) / CMVnot;

Debug.Log(CMV_Mars);

Debug.Log(total_EMfreq);//45.97088

//inner limit//now to size bandwidth, is size /perfrequency.

float MARS_Freq = (total_EMfreq * (Dx / dt) * purge) * 4;

float spinrate_Mars = (((total_EMfreq / MARS_Freq) * Electricfield * quantic_charge / CMV_Mars) *
```

100f) / (G_Frequency * cover * 100f));

Debug.Log("spin_Mars " + spinrate_Mars); //24.48578

//jupiterspin

float CMV_JUPITER = (((CMV_J * CMV_J) / Qfreq) * CMV) / Charge_dimension;

Debug.Log(CMV_JUPITER);

float spinrate_Jupiter = (((Probabilty_space * Electricfield * quantic_charge / CMV_JUPITER) * 100f) / (G_Frequency * cover * 100f));

Debug.Log("spin_jupiter " + spinrate_Jupiter); //9.284371

//saturnspin

float CMV_Saturn = (CMV_S * GE) / Charge_genaration_r;

Debug.Log(CMV_Saturn);

float spinrate_Saturn = (((Charge_dimension * Dimension) * Electricfield * quantic_charge / CMV_Saturn) * 100f) / (G_Frequency * cover * 100f));

Debug.Log("spin_Saturn " + spinrate_Saturn); //10.59782

//uranusspin

float CMV_Uranus = (CMV_Ur * total_potential_E) / 2f;

Debug.Log(CMV_Uranus);

float spinningrate_Uranus = (((quantic_charge * Electricfield * quantic_charge / CMV_Uranus) * 100f) / (G_Frequency * cover * 100f));

Debug.Log("spin_Uranus " + spinningrate_Uranus); //17.13491

//neptunespin

float CMV_Neptunee = (CMV_Neptune * CMV_NP * CMV_NP) * Qfreq;

Debug.Log(CMV_Neptunee);

float spinningrate_Neptune = (((Totalstressfield * Electricfield * quantic_charge / CMV_Neptunee) *

```
100f) / (G_Frequency * cover * 100f));
```

```
Debug.Log("spin_Neptune " + spinningrate_Neptune); //15.86324
```

```
//plutospin
```

```
float CMV_PLUTO = (CMV_Pluto * 2f) * Charge_generation_r;
```

```
Debug.Log(CMV_PLUTO);
```

```
float spinningrate_Pluto = (((spinfield * Totalstressfield * Electricfield * quantic_charge / CMV_PLUTO) * 100f) / (G_Frequency * cover * 100f));
```

```
Debug.Log("spin_Pluto " + spinningrate_Pluto); //154.5664
```

4.2.2 Size of the planets

```
//charge . E. Volumesize
```

```
//c to E = total_EMfreq / Total_U_pressure;
```

```
//charges.
```

```
float charge_mercury = ((CMV_mercury / int_index[1]) * (TotalCharge / particlefield)) / (spining_rate_mercury * frequency_charge);
```

```
Debug.Log(charge_mercury); //0.0380112
```

```
float energy_mercury = charge_mercury * U_CtoE * TotalEmv;
```

```
Debug.Log("EMV_Mercury " + energy_mercury); //5.915886
```

```
float size_mercury = energy_mercury * Mathf.Pow(EmptyspaceofQ, 2) * Charge_dimension;
```

```
Debug.Log("size_mercury " + size_mercury); //74.62942
```

```
//
```

```
float charge_venus = ((CMV_Venus / int_index[2]) * (TotalCharge / particlefield)) / (spinrate_venus * frequency_charge);
```

```
Debug.Log(charge_venus); //0.01884841
```

```
float energy_venus = charge_venus * U_CtoE * TotalEmv;
```



```

Debug.Log("EMV_Venus " + energy_venus);//2.933461

float size_venus = energy_venus * Mathf.Pow(EmptyspaceofQ, 2) * spinfield;

Debug.Log("size_venus " + size_venus);//460.9413

//

float charge_earth = ((CMV_earth / int_index[3]) * (TotalCharge / particlefield)) / (spiningrate_earth *
frequency_charge);

Debug.Log(charge_earth);//2.170953

float energy_earth = charge_earth * U_CtoE * TotalEmv;

Debug.Log("EMV_Earth " + energy_earth);//337.875

float G_rate = rateEtoP / (QuanticG / EmptyspaceG);

Debug.Log(G_rate);//1.000683

float size_earth = (energy_earth * Mathf.Pow(EmptyspaceofQ, 2) * Charge_dimension) / (Qubiccharge
* rate_EtoD);

Debug.Log("size_earth " + size_earth);//508.6501

//

float charge_mars = ((CMV_Mars / int_index[4]) * (TotalCharge / particlefield)) / (spinrate_Mars *
frequency_charge);

Debug.Log(charge_mars);//2.191316

float energy_mars = charge_mars * U_CtoE * TotalEmv;

Debug.Log("EMV_Mars " + energy_mars);//341.0441

float size_mars = (energy_mars * Mathf.Pow(EmptyspaceofQ, 2) * Charge_dimension) / (spinfield * E);

Debug.Log("size_mars " + size_mars);//144.7294

//

float charge_jupiter = ((CMV_JUPITER / int_index[6]) * (TotalCharge / particlefield)) /

```

```
(spinrate_Jupiter * frequency_charge);

Debug.Log(charge_jupiter);//5.761144

float energy_jupiter = charge_jupiter * U_CtoE * TotalEmv;

Debug.Log("EMV_Jupiter " + energy_jupiter);//896.6323

float size_jupiter = (energy_jupiter * Mathf.Pow(EmptyspaceofQ, 2) * Charge_dimension) /
(Electricfield / Charge_generation_r);

Debug.Log("size_jupiter " + size_jupiter);//6131.036

//

float charge_saturn = ((CMV_Saturn / int_index[7]) * (TotalCharge / particlefield)) / (spinrate_Saturn *
frequency_charge);

Debug.Log(charge_saturn);//5.047618

float energy_saturn = charge_saturn * U_CtoE * TotalEmv;

Debug.Log("EMV_saturn " + energy_mercury);//5.915886

float size_saturn = (energy_saturn * Mathf.Pow(EmptyspaceofQ, 2) * Charge_dimension) / (E);

Debug.Log("size_saturn " + size_saturn);//4287.849

//

float charge_uranus = ((CMV_Uranus / int_index[8]) * (TotalCharge / particlefield)) /
(spinrate_Uranus * frequency_charge);

Debug.Log(charge_uranus);//3.171815

float energy_uranus = charge_uranus * U_CtoE * TotalEmv;

Debug.Log("EMV_Uranus " + energy_uranus);//493.6436

float size_uranus = (energy_uranus * Mathf.Pow(EmptyspaceofQ, 2) * Charge_dimension) / Copy_frq;

Debug.Log("size_uranus " + size_uranus);//801.7373

//
```

```
float charge_neptune = ((CMV_Neptune / int_index[9]) * (TotalCharge / particlefield)) /
(spiningrate_Neptune * frequency_charge);
```

```
Debug.Log(charge_neptune);//0.388633
```

```
float energy_neptune = charge_neptune * U_CtoE * TotalEmv;
```

```
Debug.Log("EMV_Neptune " + energy_neptune);//60.48467
```

```
float size_neptune = energy_neptune * Mathf.Pow(EmptyspaceofQ, 2) * Charge_dimension;
```

```
Debug.Log("size_neptune " + size_neptune);//763.0194
```

```
//
```

```
float charge_pluto = ((CMV_PLUTO / int_index[10]) * (TotalCharge / particlefield)) /
(spiningrate_Pluto * frequency_charge);
```

```
Debug.Log(charge_pluto);//0.3475559
```

```
float energy_pluto = charge_pluto * U_CtoE * TotalEmv;
```

```
Debug.Log("EMV_Pluto " + energy_pluto);//54.09166
```

```
float size_pluto = (energy_pluto * Mathf.Pow(EmptyspaceofQ, 2) * Charge_dimension) / (cubicparticle
/ cover);//1.12% of a cubic particle
```

```
Debug.Log("size_pluto " + size_pluto);//2.370932
```

4.2.3 Radius of the planet

```
//radius
```

```
Debug.Log("mercury_radius");
```

```
float mercury_radius = Mathf.Sqrt(size_mercury / Mathf.PI) / 2;
```

```
Debug.Log(mercury_radius);//2.43697
```

```
Debug.Log("venus_radius");
```

```
float venus_radius = Mathf.Sqrt(size_venus / Mathf.PI) / 2;
```

```
Debug.Log(venus_radius);//6.056447
```

```
Debug.Log("earth_radius");

float earth_radius = Mathf.Sqrt(size_earth / Mathf.PI) / 2;

Debug.Log(earth_radius);//6.36216

Debug.Log("mars_radius");

float mars_radius = Mathf.Sqrt(size_mars / Mathf.PI) / 2;

Debug.Log(mars_radius);//3.3937

Debug.Log("jupiter_radius");

float jupiter_radius = Mathf.Sqrt(size_jupiter / (Mathf.PI / 10)) / 2;

Debug.Log(jupiter_radius);//69.84929

Debug.Log("saturn_radius");

float saturn_radius = Mathf.Sqrt(size_saturn / (Mathf.PI / 10)) / 2;

Debug.Log(saturn_radius);//58.25871

Debug.Log("uranus_radius");

float uranus_radius = Mathf.Sqrt(size_uranus / (Mathf.PI / 10)) / 2;

Debug.Log(uranus_radius);//25.25871

Debug.Log("neptune_radius");

float neptune_radius = Mathf.Sqrt(size_neptune / (Mathf.PI / 10)) / 2;

Debug.Log(neptune_radius);//24.64126

Debug.Log("pluto_radius");

float pluto_radius = Mathf.Sqrt((size_pluto / (Mathf.PI / Mathf.Pow((cubicparticle / cover), 1 / 3f)))) / 2;

Debug.Log(pluto_radius);//1.116105

//for pi to be adjusted to its size the million and the billion has to be adjusted. as
```

//million is 10 times smaller it should be pi's value is 10 times smaller.

//its not that pi is chnaging but the circle is getting smaller.

// the plutos size is controled by cubic ratio.so therefore the entire size is divided by the

// percentile. because the size is goverened by cubic parameters.

// otherwise pluto would have been the largest of all planets. the tug theory of $v=g*r$;or whatever

// is a bit tuggy on the orbit. then all object the size smaller than pluto would be faster. you

//cant theorise by the orbit speed of the planet rather why the planet has that speed. that is the

// diffrence between cause and result.

// by all results the results might be correct. but by cause the result is defined. atleast in my op.

4.2.4 Mass of the planet

```
//masses

//rateE = E * dt / Probabilty_space;

//conversion shoulthen be

// (spintime* (2*r=3(size/4pi)^x1/3))/((energy*spintime)/mathf.sqrt(r*3);

//dt

/*float Quanta = E * E;

Debug.Log(Quanta);

float Dimension = Mathf.Sqrt(Quanta * 3);

float Quantum = Dimension / E;

float Quantum_Cycle = Quantum * 2;

float time = Mathf.Sqrt((Quantum_Cycle / E) * 3);

float dt = time * Dimension;
```

```
Debug.Log(dt);

//8.488638*/

//mercury

float dt_mercury = Mathf.Sqrt(Mathf.Pow(energy_mercury, 2) * 3f) *

Mathf.Sqrt((((Mathf.Sqrt(Mathf.Pow(energy_mercury, 2) * 3f)) / energy_mercury) * 2) /

energy_mercury) * 3f);

Debug.Log(dt_mercury);//13.58084

float MASS_mercury = ((dt_mercury * 2f * mercury_radius) / ((energy_mercury * dt_mercury) /

Mathf.Sqrt(mercury_radius * 2f * Mathf.PI)));

Debug.Log("mass_Mercury " + MASS_mercury);//3.223854

//venus

float dt_venus = Mathf.Sqrt(Mathf.Pow(energy_venus, 2) * 3f) *

Mathf.Sqrt((((Mathf.Sqrt(Mathf.Pow(energy_venus, 2) * 3f)) / energy_venus) * 2) / energy_venus) *

3f);

Debug.Log(dt_venus);//9.563277

float MASS_venus = ((dt_venus * 2f * venus_radius) / ((energy_venus * dt_venus) /

Mathf.Sqrt(venus_radius * 2f * Mathf.PI)));

Debug.Log("mass_venus " + MASS_venus);//25.4722

//earth

float dt_earth = Mathf.Sqrt(Mathf.Pow(energy_earth, 2) * 3f) *

Mathf.Sqrt((((Mathf.Sqrt(Mathf.Pow(energy_earth, 2) * 3f)) / energy_earth) * 2) / energy_earth) * 3f);

Debug.Log(dt_earth);//102.6348

float MASS_earth = ((dt_earth * 2f * earth_radius) / ((energy_earth * dt_earth) /

Mathf.Sqrt(earth_radius * 2f * Mathf.PI)));

Debug.Log("mass_earth " + MASS_earth);//0.2381062
```

```
//mars

float dt_mars = Mathf.Sqrt(Mathf.Pow(energy_mars, 2) * 3f) *

Mathf.Sqrt((((Mathf.Sqrt(Mathf.Pow(energy_mars, 2) * 3f)) / energy_mars) * 2) / energy_mars) * 3f);

Debug.Log(dt_mars);//103.115

float MASS_mars = ((dt_mars * 2f * mars_radius) / ((energy_mars * dt_mars) / Mathf.Sqrt(mars_radius
* 2f * Mathf.PI)));

Debug.Log("mass_Mars " + MASS_mars);//0.09190083

//jupiter

float dt_jupiter = Mathf.Sqrt(Mathf.Pow(energy_jupiter, 2) * 3f) *

Mathf.Sqrt((((Mathf.Sqrt(Mathf.Pow(energy_jupiter, 2) * 3f)) / energy_jupiter) * 2) / energy_jupiter) *
3f);

Debug.Log(dt_jupiter);//167.1952

float MASS_jupiter = ((dt_jupiter * 2f * jupiter_radius) / ((energy_jupiter * dt_jupiter) /
Mathf.Sqrt(jupiter_radius * 2f * Mathf.PI)));

Debug.Log("mass_jupiter " + MASS_jupiter);//3.263988

//saturn

float dt_saturn = Mathf.Sqrt(Mathf.Pow(energy_saturn, 2) * 3f) *

Mathf.Sqrt((((Mathf.Sqrt(Mathf.Pow(energy_saturn, 2) * 3f)) / energy_saturn) * 2) / energy_saturn) *
3f);

Debug.Log(dt_saturn);//156.4995

float MASS_saturn = ((dt_saturn * 2f * saturn_radius) / ((energy_saturn * dt_saturn) /
Mathf.Sqrt(saturn_radius * 2f * Mathf.PI)));

Debug.Log("mass_Saturn " + MASS_saturn);//2.84905

//uranus

float dt_uranus = Mathf.Sqrt(Mathf.Pow(energy_uranus, 2) * 3f) *
```

```

Mathf.Sqrt((((Mathf.Sqrt(Mathf.Pow(energy_uranus, 2) * 3f)) / energy_uranus) * 2) / energy_uranus) *
3f);

Debug.Log(dt_uranus);//124.0576

float MASS_uranus = ((dt_uranus * 2f * uranus_radius) / ((energy_uranus * dt_uranus) /
Mathf.Sqrt(uranus_radius * 2f * Mathf.PI)));

Debug.Log("mass_uranus " + MASS_uranus);//1.289208

//neptune

float dt_neptune = Mathf.Sqrt(Mathf.Pow(energy_neptune, 2) * 3f) *

Mathf.Sqrt((((Mathf.Sqrt(Mathf.Pow(energy_neptune, 2) * 3f)) / energy_neptune) * 2) /
energy_neptune) * 3f);

Debug.Log(dt_neptune);//43.42494

float MASS_neptune = ((dt_neptune * 2f * neptune_radius) / ((energy_neptune * dt_neptune) /
Mathf.Sqrt(neptune_radius * 2f * Mathf.PI)));

Debug.Log("mass_Neptune " + MASS_neptune);//10.3839

//pluto

float dt_pluto = Mathf.Sqrt(Mathf.Pow(energy_pluto, 2) * 3f) *

Mathf.Sqrt((((Mathf.Sqrt(Mathf.Pow(energy_pluto, 2) * 3f)) / energy_pluto) * 2) / energy_pluto) * 3f);

Debug.Log(dt_pluto);//41.06594

float MASS_pluto = ((dt_pluto * 2f * pluto_radius) / ((energy_pluto * dt_pluto) /
Mathf.Sqrt(pluto_radius * 2f * Mathf.PI)));

Debug.Log("mass_pluto " + MASS_pluto);//0.1092816

```

4.2.5 Gravity of the Planet

```

//Gravity

//((total emv*spinrate)/(size of the planet)1/3);

float dimension_mercury = Mathf.Sqrt(Mathf.Pow(energy_mercury, 3) * 3);

```



```

Debug.Log(dimension_mercury); //24.92243

float      spinfield_mercury      =      (spining_rate_mercury      *
dimension_mercury)/(CMV_mercury*energy_mercury);

Debug.Log(spinfield_mercury);//5155.785

float      G_Mercury      =
((GE*energy_mercury*size_mercury)/spining_rate_mercury)/(Mathf.Pow(current_E,2)*Charge_dimension);

Debug.Log("Gravity_mercury "+G_Mercury);//3.791039

//note

//the additon of the catalyst charge dimesion meansits simler to pluto. Tha the charge it holds is its total
potential.

//

float dimension_venus = Mathf.Sqrt(Mathf.Pow(energy_venus, 3) * 3);

Debug.Log(dimension_venus); //8.702241

float spinfield_venus = (spinrate_venus * dimension_venus) / (CMV_Venus * energy_venus);

Debug.Log(spinfield_venus);//3916.281

float G_Venus = ((GE * energy_venus * size_venus) / spinrate_venus)*current_E;

Debug.Log("Gravity_venus " + G_Venus);//8.83807

//note this is probably the best way to describe venus's counterclockwise motion around the

//orbit as its gravitaional potentialty is increased by the flow of its current. or E propagation. if there are

//a lot of thunderstorm in venus it probably means the planet is in bound current and you will be electrified
in htat field.

//

float dimension_earth = Mathf.Sqrt(Mathf.Pow(energy_earth, 3) * 3);

Debug.Log(dimension_earth); //10757.09

```

```
float spinfield_earth = (spiningrate_earth * dimension_earth) / (CMV_earth * energy_earth);

Debug.Log(spinfield_earth);//264.1606

float G_earth = (((GE * energy_earth) * size_earth) / (spiningrate_earth*dimension_earth))/(linearpotential
/ E_ratio) ;

Debug.Log("Gravity_Earth " + G_earth);//9.858299

float freeG_earth = (((GE * energy_earth) * size_earth) / (spiningrate_earth)) / (linearpotential / E_ratio);

Debug.Log("freeGravity_Earth " + freeG_earth);//106046.6

///

//note about adding dimension. as the size of the planet increases the dimensions have to be divided to get
the localspace.

//if the inner turbulence of E is effeting potetiality of a charge or a object then its linear potential increses

//or decreases. as oyu go higher like gloun it will increase till the limit of the potentiality breaks and oyu will
be free.

//note 2. the cmv and the properties of the CMV is effects the way gravity works on planets. it depends of
the compounds

//of the planet what kind of energy its creating. and the current or linear potentialty

//in this case the QG potetiality for earth is effecting the body at rest. in a linear current through a
turbulance field.

//the moon is about 3.8 Million miles away tidelocked. with earth. and so are the other ones. a planet with
bounded gravity cannot

//do that for that the gravity has to be 3.8 km long field at least.

//so there fore we can get rid of the Dimension break and free it and see that its quite big. big enough to
hold a moon.

float dimension_mars = Mathf.Sqrt(Mathf.Pow(energy_mars, 3) * 3);

Debug.Log(dimension_mars); //10908.79

float spinfield_mars = (spinrate_Mars * dimension_mars) / (CMV_mars * energy_mars);
```

```
Debug.Log(spinfield_mars);//269.852

float G_Mars = (((GE * energy_mars * size_mars) / (spinrate_Mars))/dimension_mars)*Qfreq;

Debug.Log("Gravity_mars " + G_Mars);//3.717327

////

//note

//the outer atmospre is still and it has no potentiality. due to its small size the dimension

//its not inside of the parameter but its a planets outside shell. that means it never grew.

//Jupiter

float dimension_jupiter = Mathf.Sqrt(Mathf.Pow(energy_jupiter, 3) * 3);

Debug.Log(dimension_jupiter); //46503.13

float spinfield_Jupiter = (spinrate_Jupiter * dimension_jupiter) / (CMV_JUPITER * energy_jupiter);

Debug.Log(spinfield_Jupiter);//31.17216

float G_Jupiter = (((GE * energy_jupiter * size_jupiter) / spinrate_Jupiter)/(dimension_jupiter*dt));

Debug.Log("Gravity_Jupiter " + G_Jupiter);//24.40602

//note

//the addition dt corrects the gravitational force in jupiter. it means it has a spinning dimension.

//Saturn

float dimension_saturn = Mathf.Sqrt(Mathf.Pow(energy_saturn, 3) * 3);

Debug.Log(dimension_saturn); //38137.2

float spinfield_saturn = (spinrate_Saturn * dimension_jupiter) / (CMV_Saturn * energy_saturn);

Debug.Log(spinfield_saturn);//22.0138

float G_Saturn = (((GE * energy_saturn * size_saturn) / spinrate_Saturn) / (dimension_saturn * spinfield));
```

```

Debug.Log("Gravity_Saturn " + G_Saturn); //10.54354

//note

// the outer dimesnion has a spinfield.

//Uranus

float dimension_Uranus = Mathf.Sqrt(Mathf.Pow(energy_uranus, 3) * 3);

Debug.Log(dimension_Uranus); //18996.82

float spinfield_Uranus = (spiningrate_Uranus * dimension_Uranus) / (CMV_Uranus * energy_uranus);

Debug.Log(spinfield_Uranus); //11.3873

float G_Uranus = (((GE * energy_uranus * size_uranus) / spiningrate_Uranus) /
(dimension_Uranus * E)) * Charge_dimension;

Debug.Log("Gravity_Uranus " + G_Uranus); //8.838686

//note

//uranus have a outer charge dimension. means its elctrically potent.but dimension. so its bended back
towrds the center.

//

//Neptune

float dimension_Neptune = Mathf.Sqrt(Mathf.Pow(energy_neptune, 3) * 3);

Debug.Log(dimension_Neptune); //814.7579

float spinfield_Neptune = (spiningrate_Neptune * dimension_Neptune) / (CMV_Neptune *
energy_neptune);

Debug.Log(spinfield_Neptune); //20.83482

float G_Neptune = (((GE * energy_neptune * size_neptune) / spiningrate_Neptune) / (dimension_Neptune
* spin_E));

Debug.Log("Gravity_Neptune " + G_Neptune); //11.0695

```

```
//note

//its a spin turbulence of Energy.

//pluto

float dimension_pluto = Mathf.Sqrt(Mathf.Pow(energy_pluto, 3) * 3);

Debug.Log(dimension_pluto); //689.0585

float spinfield_pluto = (spiningrate_Pluto * dimension_pluto) / (CMV_Pluto * energy_pluto);

Debug.Log(spinfield_pluto); //33.98071

float G_Pluto = ((GE * energy_pluto * size_pluto) / (spiningrate_Pluto*(Q_Circle*Q_functionspace)));

Debug.Log("Gravity_Pluto " + G_Pluto); //0.6357912

//note

// The addition of decreasing the value of energy withh quatic time or cycle in a functionspace means its stuck

//in its function space. that means its semi orbital. and that it may have a self reliant area of propagation.
```

4.2.6 The Orbit of the planet

```
//ORBIT

//why do planets orbit.

//spining rate*energy / distance * ge; according to newton they both attract each other

//im not attracting any particle. neither is the astoroid attracting the spae shuttle. its on move. oyu are catching upto its speed.

//in space or graound oyu are reaching it with landing speed.

//therefore if a planet has energy. and the distane dependsof the frequency and charge it will

//orbit propotional to the charge and the requency along a c axis. c= 2pir. r= distance. c= 2 pi distance*ge

float Orbit_Mercury = ((CMV_mercury*2*Mathf.PI*distance_planets[1])/(G_Frequency))*
(Total_E_volume / GE);
```

```

Debug.Log(Orbit_Mercury);//8.832762

float Orbit_Venus = ((CMV_Venus * 2 * Mathf.PI * distance_planets[2]) / (G_Frequency))/
Mathf.Sqrt(delta);

Debug.Log(Orbit_Venus);//22.63528

//note:

//the catalyst of quantization seems to be effecting in large scale. If the theory of the macro and micro

//is true then of it is quantic value maximized but in scale and proportion. without it theres no

//sensible way to define the orbit of these planets. with the theory of the strings defined in GE and the
distance

// of the plane seem to drop down or increase in a disproportional order. and it does ot support the reality.

// the only way it a reverse charge is defined is the charge itself. a negative charge is a negative charge of a

//planet. and it should spin and orbit the other way depending on what type of connection and

//relativity it is. but since one has to support the result of reality it must mean that there is no stable theory
of

//the orbit. it has to do with catalysts just like quantic particles. these quantic particles form and transpose

// in effect to the quantic space. then off, it must be that planets behave and orbit according to its parents
space.

//a rather obvious phenomenon since you are in the field of G of the Sun.

float Orbit_Earth = ((CMV_earth * 2 * Mathf.PI * distance_planets[3]) /
(G_Frequency))/Mathf.Pow(Qfreq,2);

Debug.Log(Orbit_Earth);//36.22892

//matches with bay-center observation. stack exchange. sidereal period of earth.

float Orbit_Mars = ((CMV_Mars * 2 * Mathf.PI * distance_planets[4]) / (G_Frequency))/

Mathf.Pow(((per_quantam_charge+E_Divergence)/2),2);

Debug.Log(Orbit_Mars);//437.7336

```

```
//

float Orbit_Jupiter = ((CMV_JUPITER * 2 * Mathf.PI * distance_planets[4]) / (G_Frequency));

Debug.Log(Orbit_Jupiter);

float Orbit_Saturn = ((CMV_Saturn * 2 * Mathf.PI * distance_planets[4]) / (G_Frequency))*
Mathf.Sqrt(Quantum);

Debug.Log(Orbit_Saturn);//1062.792

//

float Orbit_Uranus = ((CMV_Uranus * 2 * Mathf.PI * distance_planets[4]) / (G_Frequency))*

Mathf.Pow(((per_quantam_charge + E_Divergence) / 2), 2);

Debug.Log(Orbit_Uranus);//3064.04

float Orbit_Neptune = ((CMV_Neptune * 2 * Mathf.PI * distance_planets[4]) /
(G_Frequency))*Mathf.Sqrt(timegap_dt);

Debug.Log(Orbit_Neptune);//6020.759

//

float Orbit_Pluto = ((CMV_PLUTO * 2 * Mathf.PI * distance_planets[4]) /
(G_Frequency))*Mathf.Pow(delta,2)*Q_functionspace;

Debug.Log(Orbit_Pluto);//91501.2
```

//note

the timegap is the length of cubic space that is between one spin to the other. that means it is the ratio of spin required to fill the gap of energy. it also means Neptune is void or a gap of a planet. and its trying to fill that gap or lack of its volume.

//note.

//plutos delta is strong. it takes a long length to reach the 9th planet from the sun. and if g is linear and curve of mass then it is supposed to get to stronger to bend the solar mass. but the solar mass is already bending itself in a particle. the rest is probability field. so therefore it is more of a probabilistic field of g that is bending back the charges. And without friction one cannot go to a direction right or left with its spin. a planet with empty space friction will stay in its place unless the charge is picked up by the frequency. The delta here only means there's a

potential reversibility of Venus and Pluto. that they are opposite to each other. While

//Venus is reversed and oppositely charged to the root and rate of division of delta, pluto is in its power. and since like its gravity and spin is locked in the function space so is its orbit. because theres seem to be lack of space for it to exist in its dimension.//see Pluto size.

4.2.7 Wiegth of the planets

//the conventional approach to wighg the planets cannot be the density of the planet to define th emass. mass in quata is th etotal

//internall pressure. which is invisble. Mass is ot seen as a subject of atomic duplication but as a whole. thats why

//gravity is 1 for all objects. if it was that all a big plane is falling faster than a man then oyu could say that

// the plane is more densely heavier. it is. but not to gravity. in that way the mass has to do with the total energy available and

//the delta timeof mercury which is spin along its e axis.

//this method of wieghing to find out th emass describes the planets composition. in space if there is no gravity of the planet its much

//less mass. as the energy it has is proptional to G of it. and all depends on its charge rate. but if it was true that earth is more massive

//than jupiter than jupiter would orbit around earth. but its not. earth is light. venus is heavier. So the understanding of

//mass and wieght is yet to be solved. but it is in my opinion that w is not equal to MG. W=(Energy+G)/size or volume;

//it must be that quanta per volume is the density.

//Mercury

float Weight_mercury = (MASS_mercury*G_Mercury)/(mercury_radius*Mathf.Pow(CMV_mercury,3));

Debug.Log(Weight_mercury);/3.287213

//Venus

float Weight_venus = (MASS_venus * G_Venus) / (venus_radius * Mathf.Pow(CMV_mercury, 3))*2f;


```
Debug.Log(Weight_venus);//48.7282
```

```
//earth
```

```
float Weight_earth = (MASS_earth * G_earth)*CMV_Venus*charge;
```

```
Debug.Log(Weight_earth);//
```

```
//Mars
```

```
float Weight_mars = (MASS_mars*G_Mars)*CMV_earth*ratio_Index_toDX;
```

```
Debug.Log(Weight_mars);//6.510273
```

```
//
```

```
float Weight_jupiter = (MASS_jupiter * G_Jupiter) * CMV_mars*Mathf.Pow((EMV_ratio*2f),2);
```

```
Debug.Log(Weight_jupiter);//18864.35
```

```
//Saturn
```

```
float Weight_saturn = (MASS_saturn * G_Saturn) * CMV_JUPITER*Dx_planets;
```

```
Debug.Log(Weight_saturn);//5871.429
```

```
//Uranus
```

```
float Weight_Uranus = (MASS_uranus * G_Uranus) * CMV_Saturn*(Mathf.Sqrt(Quantum)) * 2f;
```

```
Debug.Log(Weight_Uranus);//854.7372
```

```
//Neptune
```

```
float Weight_Neptune = (MASS_neptune * G_Neptune)*(EMV_ratio*2);
```

```
Debug.Log(Weight_Neptune);//1013.72
```

```
//Pluto
```

```
float Weight_Pluto = (MASS_pluto * G_Pluto)*2f;
```

```
Debug.Log(Weight_Pluto);//0.1389605
```

//note.

//this strange calculation of weights does not make any sense as much as it does not make any sense why g is 1 for all but the weight is different. In earth that is. however this calculation was done upon speculation of whether the mass is correct or not. As you can see with some strange relativity it is possible to calculate the traditional way of W . Here the CMV of another planet is used. it is the distance ratio of the planets and its charge. that means that each of the planets weights is distributed in its previous range. not in its own range. meaning its within the parameter of those frequencies previous to its planets. that is why probably we have a perihelion or aphelion as it contradicts between two frequencies. Now whether the g field is-active in wight is answered by its own g field. so there for it depends on the sun what the weight of the planet is. just it depends on earth what your weight is. To this strange calculation, data is the rigor and guidance. as forth a simple MG and newton conversion is not kg bu the frequency of the-first planet to it dimension is the rest of Suns GE to its bound. the gravity of the planet is not like the gravity of the solar bodies. It's quantic in a classical way. but in the sense that traditionally Gravity is Defined. its neither the bond ratio nor the space that is causing the G to attract a singular object on its surface to a moon. Its's Gravity is heavily depended on the EMV and the CMV and the result of the two its turbulence or electric spin. And all Planets are not the same. Like the Charge or CMV of the Planet they have special ID signatures to their Gravity. This in total with the special formation of the inner and outer bounds create gravity and they are thus so. it is not to calculate how fast the object will fall or how space is curved. but how it is generated and the source of a planets gravity. in this case. Mercury. The Gravitational equation is based on a simple term that if a planet has an amount of its energy to its..dimension. then its total energy to spin is gravity. And the catalysts control how fast or slow, how big or small and inner or outer bound and that it is all coming from a centrifugal position and it acts linearly on a potential object with Electric field orEnergy field. If you have a coil and you have two opposite charges moving through it like a polarity you have just created the linear potentiality of electric charge. thus the mechanics of gravity. If the planet or the solar Planetary body stops moving, its gravitational potentiality will decrease. and if it stops moving, all is left is the static potential field. A very important fact remains that although the nature of the definition of the Proton to be charged and neutron to be without one, the stars seems to show Neutronic behavior and the planets protonic as their definition is very close to define gravity for both the star and the planets.

4.2.8 The rest words

the rest of the 8 planets follow the same formula as to the mercury's it all have been standardized. but nothing is same. so therefore the differences are to the compound of the flow of the Energy it produces ad in feed back the the energy that creates the other phenomenons. it is not yet understood how can be the core of different chemical phenomenons have different energy without a catalyst but there are room for attachment in this progressive way of understanding the space and objects beyond our natural visions scope ad familiarity. thus they are discussed in detail where they differ ad through it all why they differ. the radius or the volume / ratio of symmetry in E gives results of the volume per density and g to the weight of the planet. the logic here is a bit un-comprehensible but thats what it is. the E volume per symmetrical proportion in a 3d space is its weight !! This, is a bit accidental, and then perceived and then understood. this is a strange phenomenon that without the mass

of the object one can calculate the weight of the object. then what is weight is the total Energy. convoluted in a spherical form. the mass of the objet uses the same equation that i derived earlier to describe-atomic or rather quantum mass. while it is discussed that gravity works on the mass. The G field and its field is static. but the magnetism comes from the bond of the same type from the electro potential filed. ad your own speed. you can break in space unless you pressure the mass the other way.but if you are free falling you would crush to the ground due to its magnetic bond. The space thick enough will catch your breaks and the force being in earth so thick has air static field or a pressure field visible to light. Other are Neptune and Jupiter like planets with gases wit the same but i suppose the pressure is s thick that you will hang in the air forever. both the G ad the M and W is confusingly connected to the E. it there fore not understood without the equation what is the connection between this three phenomenons. but everything else is here described with proper mathematics with a quantic approach and logic. another thing is the radius of the planet. it has been jumped to power of 10 for the radius of the planet. why, because its distance is 10 jump across. so the power of 10 has been added to one pi. but it is in the volumetric form fo the ratio of the pi per radius have been decreased to lower value to con-size a bigger value. if it is comprehensible. but that what gives the right answer. other wise you have to use three different method to describe planets radius. as it is equally confusing. But it is certain that multiple phenomenons are at work to make an orbit around the Sun an everything is related to everything else.

4.2.9 Others

The other planets far away from Pluto and the known Galaxy has been discovered over a very short amount of time and they already been theorizing the 5th large planet proposed orbit. that means its undiscovered. but that is NASA. they predict things such as new earth. Wether this is the only planet or the solar system is very special when you calculate the portions and the results come out to be this system not some other system. but from this we can understand what are the primary factors controlling these solar bodies. and hope fully we can formulate how stars are born and the relationship between energy and Charge and Radiations cognition. Then we are at the realm of the stars. But this is not the end. the galaxies wait patiently and so the beginning. Because everything is evolving from phase to phase from form to form taking new shapes except this solar system. and so far outer regions. This planet earth is changing ever so slightly every second 24 Hours a Day. and the months to the years. only Lord knows what it will become in a light year or two. but hopefully Man will survive the conquest and rule the planet not in a garbage polytene pack with guns but in solidarity in confirmation and in absolution of things.

4.2.10 Summery

The Solar system seems to have Quantic Nature. The Sun being the Neuronic matter. or the sun is producing Neuronic frequencies. that is the base of this calculation.. That means that when a large body is charged it behaves like that of an atom or its properties become Macro Quantic. We are at Zero, So we don't see The Quantic or the U scale. It's so big and so small. And we are at the middle. In this state it is only to find out more information about this 3 states of scale difference. and the scales seem to be perfectly normal to its relativity. the atom is in nano scale mev. the local objets are in classical human scale. ad the other are km and then bigger are the miles. ad the the EMV's have different scales. so it fits into a larger proportion to its density of things. the

density does matter. but not in the sense that it is very dense soil. in the sense that it is full of pressure of energy. the mass. the quantic mass in a macro form to form a planet. Now, we fall because there is no space. and the force acting upon us are both the G and the F.that is why thesis the only place where it is the addition of the two. but if you have nothing but space we keep on falling but there is no plate that can stop us. the G is. a field in which the energy propagates, such as a spin field. inwards and out wards. a turbulence field. but G is a static frequency. the magnetism of it is another phenomenon. But if G was magnetic then everything would be at the center and not free. the electro magnetism gives birth t the charge. the this charge can dissipate into energy itself. like in the black holes. the G is central. or the black whole is. afield that is in reverse spin. because it has. a field in which the turbulence field is not effecting you. faster planets have belts around them. the sun has planets and belts. if you have a strong atmosphere and fast speed like Jupiter or other gaseous planet the space would react against you for the spin-field and you will go 9000 miles and our to the right or left and get crushed in the friction. and the middle space will not be effected. to me that is the baryonic limit to define with as the calculation goes Revelers or minus Decreasing the value. That also may explain why Venus have a Reverse spin or orbit. Back to G the the reverse of G will be to push things away. but the G holds everything in the turbulence. a field of linear potentiality of energy where every quanta has a value of its own place in this turbulence field according to its Potential charge or energy. its not moving fast as you would see in the later calculations. its static and nothing is going away from the galaxy. they are decaying by their time. at the same time we breath is the same 900 seconds the neutron will decay 100000 miles further from us. but because of the charge of things if you give enough energy at the center more will live better further ones will die in darkness because the decay rate will increase. But, Very slowly to its Macro age. U scale. bigger things supposed to be heavier. so it spins heavy. because of W or work. and you will need more Power, or Energy. lighter is faster. Less energy. Moon is dead. lower gravity. Venus is almost dead. mercury is a planet acting dead. the G then, of the sun must be a billion miles. as to lower energy means lower gravity. high G means high energy of the Planets. So is the spin rate ad so is its compounds. the chemicals that are at play here are the key to its Energy. like a battery.

4.3 The Galaxy

all that could have been calculated as a summation of continuation of the theory and calculation.

Ulysses

And beyond that open door gathered a summer, warm and cold in the night i remember it was to be see the darkness of the street lamps, thus for looking for light i read instead.

The U scale

// Universal Properties

$$\text{float Fr1} = (((\text{wavelength} * 2f) * (\text{Totalforce} / 4)) / \text{scaled_totalscalerstress}) * E;$$

$$\text{float Fr2} = (((\text{wavelength} * 2f) * (\text{Totalforce} / 4)) / \text{scaled_totalscalerstress}) * M;$$

```

float Fr3 = (((wavelength * 2f) * (Totalforce / 4)) / scaled_totalscalerstress) * Qfreq;

float Fr4 = (((wavelength * 2f) * (Totalforce / 4)) / scaled_totalscalerstress) * GE;

Debug.Log("E_wave " + Fr1); //7.321257 e-06

Debug.Log("M_wave " + Fr2); //3.455431 e-06

Debug.Log("Q_Wave " + Fr3); //3.916295 e-06

Debug.Log("G_Wave " + Fr4); //5.154234 e-05

float omega_variant_01 = Qscale * ((Fr1 + Fr2 + Fr3 + Fr4) * 10000f);

Debug.Log("omega variant " + omega_variant_01); //22.23543

float Kaon_U = omega_variant_01 / 5f;

Debug.Log("Kaon_U " + Kaon_U); //4.447087

float U = omega_variant_01 / EmptyspaceG;

Debug.Log("Ulysis >>" + U); //3.335954

float Symmetrical_Constraint = Mathf.Sqrt(Mathf.Sqrt(Mathf.Sqrt((Total_E_volume / 55.5f) * ((Dx / dt)
* Quanta) / (Quantum * (256f / 255.5f)))) * 4f; //(((tripple root(((Sum / Eq.life)DX / dt))*quanta)/ Quatum)*(256
/ 255.5);

Debug.Log("Pi_U " + Symmetrical_Constraint); //3.142143

float Anamoly_variant = Symmetrical_Constraint / omega_variant_01;

Debug.Log("Anamoly variant " + Anamoly_variant); //0.1413124

// Meta-Physical Phenomenons

float Cy = (((Symmetrical_Constraint * U) / omega_variant_01) * 1.4f * (dt * dt)) * (BOSONIC_Field /
Special_Boson) / (E * M / Csqr);

Debug.Log(Cy); //14.89144.

float bend_M = (((QuanticG * MasstoE * E) / Symmetrical_Constraint) / (Quantum * EMv) * 2f * (Dx / dt)) /
M;

```

Debug.Log(bend_M);//22.72394~ omega variant. curvature of space. proof.if you add qubic. it will become G itself....!!

//if you are creating a space. and the enegy is indexed the concentration of mass creates a particle. along

//with the...

float total_EU = (((TotalEmv * total_potential_E) * Quanta) / Quantum * (Empty_probablity_space + Probabilty_space)) / (U * Qscale);

Debug.Log(total_EU);//37.89203

float size_F = Mathf.Sqrt((total_EU * Angstrum) / EM_perprobabiltyspace) * 100f;

Debug.Log(size_F);//543.1586

float Size_U = (Empty_probablity_space + propagation_space) * (particlefield * U * Q_space) * dx_stress;

Debug.Log(Size_U);//676.9892

float U_size = Mathf.Sqrt((Size_U * Angstrum) / EM_perprobabiltyspace) * 100f;

Debug.Log(U_size);//2295.851

//(1/2)*area tether*4 = per shift./dt2

float M_U = total_EU * M;

Debug.Log(M_U);//41.334

float size_MU = Mathf.Sqrt((M_U * Angstrum) / EM_perprobabiltyspace) * 100f;

Debug.Log(size_MU);//567.2917

float U_G = (M_U / bend_M);

Debug.Log(U_G);//1.81863

float sizeUG = Mathf.Sqrt((U_G * Angstrum) / EM_perprobabiltyspace) * 100f;

Debug.Log(sizeUG);//119.0048

4.4 On the nature of Galaxies

//the galaxies behave i a strange way. it spins slow in a lifetime year of U scale. so its slow although in its

//own size its fast enough. the seems it has a flat boundary like Saturn and Uranus. the galaxies form and decay int chaos. the lifetime of galaxies are as long as it spins ad its surroundings collapses

// into its center and exploding to chaos. a nebula is not on the birth place of galaxies but the remains of

//galaxies.

// al these particles smaller than everything else create a giant particle of what it is. such as a earth size brick.

//on those bricks the amplitude of the frequencies changes and it begins. if it does not form

//then it does not nebulae. if it does the it starts to collapse into the center. what is this center but a black hole the only thing that pulls in wards. and the other candidate is gravity which makes you orbit in its frequency..

//all of this means the very small and the very large are the same and you just have to work on a different scale. Time does not exist. but if time existed then it would be dx and its linear propagation ratio. this ratio if traveling at dt creates a atom. perhaps this what creates a center of a galaxy. the radiation out words means its in constant decay of neutrons. the it is becoming a proton. a protonic object is a charged particle which is a star. a star cluster is a galaxy. and it has its orbital frequency. the size of the cluster should have a particular value such as the probability space. its parameter and the energy it contains. putting large numbers is not the way to calculate the frequency of these matters but understanding the very essence of its nature. does spin? why dt is spinning. the only cause can be that it sinner core the eta is at constant change. but that defies the static rule that- its always static and the consequential matter. perhaps you cannot change a time. but if time wave the object that flows throughout the integrate distance will increase with matter. but mater does not expand. it forms. that is the problem with theorizing the big to the small. nothing gets fat. except its charge. And frequency. on the other hand the nature of the subatomic particle the fields change. forces and charges change the amount of energy change an it seems to be changing its size. then of from there we can say this has ballooned to 10000000 b joule and is a neutron that has a close proximity and a frequency.

//as so.

float U_N_frequency = ((Neutron * U) * EM_perprobabilityspace) * (TotalCharge / Totalforce) * dt * dt * DX_value * 3f;

Debug.Log("U_N_Frequncy " + U_N_frequency);// 8.204691 E9.

//this with EM generation rate.

```
float TotalEM_UN = U_N_frequency * (Emptyspacemass + M) * TotalEmv;
```

```
Debug.Log(TotalEM_UN);//3.361778 11
```

//thi means the the amount of energy which was calculated before is te same only this time
ints supposd to be on scale.

//now this energy on dx indexed would give oyu the size of it. but that is not we are after.
we want the frequence of band. that

//is 4500 to 7500. or 2000.minding the gap.

//putting this into th eG frequency. which is its linera potentiality of EM. by cycle shift.

```
float U_N_Cycleshift = linear_frequency * (Cycle_shift * dt * linearpotential);
```

```
Debug.Log(U_N_Cycleshift);//140.8337
```

```
float percycle_U_E = TotalEM_UN / U_N_Cycleshift;
```

```
Debug.Log("Spining speed " + percycle_U_E);//2.386377 e9;
```

//tis validate sthat the center is spinning slowly. not over ecceeding the size of its paameter.

//from this we can figure ut whts the time it requires to do one cycle of aglaxy. in lifetime year.

```
float Spin_U = TotalEM_UN / percycle_U_E;
```

```
Debug.Log("One spin time " + Spin_U + "lifeyears");//140.8737 e-9.
```

```
float spin_degree = 360 / Spin_U;
```

```
Debug.Log("time taken for spin " + spin_degree);//2.555481 life-years for light to travel.
```

That is the cycle spin of the particle that is at the center of the galaxies. now the frequency or the band should be a range that has a value between 2; Strange part is there is nothing beyond that. its just one band. so one cannot write a equation loop for frequency as it has only one frequencies and all galaxies are the same. from nothing they twist and form and from cluster the explode. after the spin is complete. a u scale is in millions of miles. alight year of life time is in billions of miles. A life of a universe then must be of furthest to 1,2 or 3 spin. not more.as it is not spining like a rubber ball. The question is this netronic mass is causing all this splining. why he neutron is so big. apart from that. we can change the neutronic loop equation and take the fist one. or the only frequency it has.


```

float U_Netronic_frequency = Symmetrical_Constraint * (Mathf.Sqrt(((TotalEM_UN / GE) *
(Anamoly_variant / omega_variant_01)) / U));

Debug.Log("U_Freq " + U_Netronic_frequency);//19712.38

//the charge rte has tobe converted to uscale

float U_Charge_R = (Charge_generation_r * U);

Debug.Log(U_Charge_R);//3.410886

//the empty space has pressure and free space. its mass ilow so its eptyyspace/mass

float U_pressure = Empty_probablity_space / TotalEmv;

Debug.Log(U_pressure);//0.9117694

//the charge into taoltal space is emtyspace +the presure of the object against it multiplied.

float Total_U_pressure = U_Charge_R * U_pressure;

Debug.Log(Total_U_pressure);//3.109942

float total_EMfreq = (((TotalEM_UN / U_N_frequency)) * Charge_generation_r) / Total_U_pressure
* U_Charge_R;

Debug.Log(total_EMfreq);//45.94825

float U_CtoE = total_EMfreq / Total_U_pressure;

Debug.Log("UCto E >> " + U_CtoE);//14.77463

//inner limit.

//now to size bandwidthth, is size /perfrequency.

for (int i = 1; i < 11; i++)

{

float frq_01 = (total_EMfreq * (Dx / dt) * purge) * i;

Debug.Log(frq_01);

```

```
}//7.581371
```

```
//the inner limit of the galaxy of ours is 45 billion light years. and the outer bandwidth is 75 lightyears.
```

```
//frequency seem to start at 7.5 and in the middle there is 45 ad at the end of 11 its 75. so our galaxy is  
size 11.
```

```
//3.361778 E11 inner-core.
```

```
//band frequencies.
```

```
//7.581371
```

```
//15.16274
```

```
//22.74411
```

```
//30.32548
```

```
//37.90685
```

```
//45.48822
```

```
//53.0696
```

```
//60.65097
```

```
//68.23234
```

```
//75.81371
```

```
float tmp = 0;
```

```
float avge_Frq_01 = 0;
```

```
for (int i = 1; i < 42; i++)
```

```
{
```

```
    avge_Frq_01 = (((total_EMfreq * (Dx / dt) * purge) * i) + tmp) / i;
```

```
    tmp = avge_Frq_01;
```

```
    i++;
```

```
}
```

```
float Copy_frq = avge_Frq_01;
```

```
Debug.Log("++" + Copy_frq); //7.771155
```

//it is a bit confusing why its not following Fibonacci sequence of a spiral. perhaps the speed of the object orbiting in this. But if you are simulating the universe with particles one can use two ways. One the speed and the pull. Or the positional equation. But it is seldom used in the simulation the vector position because the object has properties of transforming or its moving with speed.

```
float speed_U = Copy_frq / U_Charge_R;
```

```
Debug.Log(speed_U);
```

```
//2.279007
```

```
//a perfect circle. where
```

```
float dimension_spin_U = TotalEM_UN / speed_U;
```

```
Debug.Log(dimension_spin_U);
```

```
//spinning at 1.475106 E11.~ CY.10%.
```

```
float spintime_02 = dimension_spin_U / 360f;
```

```
Debug.Log(spintime_02); //4.097517 ~ probability space
```

```
float spindimension = (spintime_02 * spin_degree);
```

```
Debug.Log(spindimension);
```

```
//1 percent at a time. //1.047113 E+09 ~ u charge.
```

```
float cover = (360f / (TotalEM_UN / spindimension));
```

```
Debug.Log(cover + "%");
```

```
//1.121313 .
```

```
//speed by dx fibbionacci? dx=frq.
```

```
for (int i = 1; i < 11; i++)
```

```
{  
  
    float spiral_01 = ((speed_U * U_Charge_R) / Copy_freq * i);  
  
    float spiral_02 = (speed_U * U_Charge_R) / (Copy_freq * i);  
  
    //Debug.Log(spiral_01);  
  
    //Debug.Log(spiral_02);  
  
}
```

//integer space is defined in universal. the charge is distributed in the $N/N+1$; it is a match with the pi global sequence of integers

//but not fibonacci. that means its linear. diagonal. the curve comes from the spin of the object. and the orbit is in spiral.

//or first you have U inger space. and the the distribution of space per charge. but one cannot

//calculate a billion of quanta their charges.

//1-10>>>>

//1

//0.5

//0.33

//0.25

//0.2

//0.16667

//0.1428547

//0.125

//0.11

//0.1

//since tis is the index of integerspace .perhaps the quatic space ca be curled to the integer space aswell.
sign/dx in dt

```
for (int i = 1; i < 11; i++)
```

```
{
```

```
    float Q_base = ((
```

```
        (propagation_space / (Speed_quantum) * (Dx / dt) * i) / Quantum) / quantic_charge);
```

```
    // Debug.Log(Q_base);
```

```
}
```

```
//quantum charge distribution
```

```
//0.0101603
```

```
//0.02032059
```

```
//0.030448089
```

```
//0.4064119
```

```
//0.05080149
```

```
//0.06096178
```

```
//0.07112208
```

```
//0.08128238
```

```
//0.09144267
```

```
//0.0101603
```

//it seems the integer space carrying charge is indexed in a quantum scale. from quantic scale 0.01 to 1;
but integer scale is in void.

4.8 Time

Time is of a strange notion. if you do not do anything and wait even then time will pass and you shall grow old.
if you move at 10 feet per hour or at the speed of light even then you would grow old at the same rate. your

body clock is ticking and it needs water. cause its phasing and its phased out of all he nutrients and you need food. Time is the gap between Shifts in Theron. It's the gap between Two integers. It could have been the gap between the right side and the left side of the Electric version and magnetic version of energy but if it was that time EM converged at zero oyu could have a light that comes out of nothing. that is why light that we see is from a further point and plank scale is in its particle point. it is a bit further as we discussed the way takes the form of a spin and propagates to waves. circular waves. 3 Dimensional waves. but the length of it is fixed as at it is propagated with the integer space. what's blue is blue and what's red is red. Time on the other hand can phase. it can shift slowly to the other compound and arrange a little bit more to its tension and make it fatter. Time it seems is the key of a em wave. its static. so the flow can start from the Therons pulses. there is yet another multidimensional theory of time. that spins on y axis to make particles at a rate so it fills the universe and it also fattens the space like a balloon. But none of it i used in my equation. it is the difference of ratios of integer space. or q time the ratio of the spins of quantum. and e conversion rate as we are discussing quantum phenomenons here. if it is an absolute static time bound then nothing can go faster than time. and it is 10/8 per T or Theron. or 1.25 L. or the smallest scale i could find. beyond that is nothing but the theory o the void.

// Universal Properties

//2019.jul4

float Fr1 = (((wavelength * 2f) * (Totalforce / 4)) / scaled_totalscalerstress) * E;

float Fr2 = (((wavelength * 2f) * (Totalforce / 4)) / scaled_totalscalerstress) * M;

float Fr3 = (((wavelength * 2f) * (Totalforce / 4)) / scaled_totalscalerstress) * Qfreq;

float Fr4 = (((wavelength * 2f) * (Totalforce / 4)) / scaled_totalscalerstress) * GE;

Debug.Log("E_wave " + Fr1); //7.321257 e-06

Debug.Log("M_wave " + Fr2); //3.455431 e-06

Debug.Log("Q_Wave " + Fr3); //3.916295 e-06

Debug.Log("G_Wave " + Fr4); //5.154234 e-05

float omega_variant_01 = Qscale * ((Fr1 + Fr2 + Fr3 + Fr4) * 10000f);

Debug.Log("omega variant " + omega_variant_01); //22.23543

float Kaon_U = omega_variant_01 / 5f;

Debug.Log("Kaon_U " + Kaon_U); //4.447087

```

float U = omega_variant_01 / EmptyspaceG;

Debug.Log("Ulysis  >>" + U);/3.335954

float Symmetrical_Constraint = Mathf.Sqrt(Mathf.Sqrt(Mathf.Sqrt((Total_E_volume / 55.5f) * ((Dx / dt)
* Quanta) / (Quantum * (256f / 255.5f)))) * 4f;/(((tripple root(((Sum / Eq.life)DX / dt))*quanta)/ Quatum)*(256
/ 255.5);

Debug.Log("Pi_U  " + Symmetrical_Constraint);/3.142143

float Anamoly_variant = Symmetrical_Constraint / omega_variant_01;

Debug.Log("Anamoly variant  " + Anamoly_variant);/0.1413124

// Meta-Physical Phenomenons

float Cy = (((Symmetrical_Constraint * U) / omega_variant_01) * 1.4f * (dt * dt)) * (BOSONIC_Field /
Special_Boson) / (E * M / Csqr);

Debug.Log(Cy);/14.89144.

//Anamoly variant = 1.4. the thesis. was 1/pi to 10/pi add them all up find the avge. its 1.4.

// space

float pX_correction = 10f;

float tetrahydron_L = ((Mathf.Sqrt((U / Anamoly_variant) / Symmetrical_Constraint) * 3) / 7);

Debug.Log(tetrahydron_L);/L = 1.17.4247

//float  L_Scale  = (Plank_Scale/(((tetrahydron_L*3f)*2f)*((49-4)+((tetrahydron_L  *
3f)/4f))));

float L_Scale = (Plank_Scale / 3f);

Debug.Log("L  " + L_Scale);/2.206875 e-06

float tetrahydron_L_scaled = tetrahydron_L * L_Scale;

Debug.Log("Tetrahydron parameter  >>" + tetrahydron_L_scaled * 3);/7.777302 e-06

float tether_wave = tetrahydron_L * wavelength * Px / pX_correction;

```

Debug.Log(tether_wave);//3.708798E-9// the wave lentgh without the PX scale trasnsformation is 8.2 as well like

//thelatter. i guess i was born in avery fucking special time.

float tether_energy = totalE_capacity * tether_wave;

Debug.Log(tether_energy);//8.213216E -11;

//from this you can calculate the crystal.//tether.convoluted quanta.kiss an tell?

//if it is a time crystal then it has 2 sides. so multiply by 2. the L is half. so multiply by 4. the fulls are 3 sided

//so 4*3. 12.

float Total_Crystal_E = (tether_energy * 6f / (TotalCharge / Totalforce));

Debug.Log(Total_Crystal_E);//1.251738.e-10 its check pi permutation. this is the first diffrence between two integers.

//its 10/8. that means on a volume of 10, 80 is the volume. 20 is empty. vice versa 1.25*2 is 160. Of 200. 40 is empty or

//free space. that is the convoluted freedom. dary tetra. and band it with 80%.done.to the arc.A.

float Singuler_Eta = (Total_Crystal_E / 3f) * 2f;

Debug.Log("ETA >> " + Singuler_Eta);//8.3482 e-12

4.9 The Integer Space

the integer space is a phenomenon i have come with because i ran out of space. The void or the 3 Dimensional world of nothing or empty space as U or Ulysses or the verse and the united verse or the universe does not explain itself automatically. but it seems there is a push from the metaphysical entity to know it all. it is firstly because of the permutation of a triangulated pi shift. then its because of quantic features evident in the calculations. it is, for the purpose of explaining void numbers having information, because math or letters are something we draw with our pen and calculate something simpler to that as what we cognate about what we think or see. there are other phenomenons involved in integer space as it occurs naturally in euclidian space. But that has a zero to it. so does this. the evidences are calculated here at your comprehension. you make sense of it, because it's VOID of evidence unless you believe that light has a frequency.

float void_space = Empty_probablity_space / L_Scale;


```
Debug.Log(void_space);//4352074

float divergence_L = 0;

float avge_int = 0;

for (int i = 1; i < 11; i++)

{

    float Integer_space = ((void_space * i / Parameter) * L_Scale) / (particlefield * tetrahydron_L_scaled
* Quantum * Mathf.Pow(particle_dimension, 2)) * E;

    Debug.Log(Integer_space);

    float t1 = Integer_space;

    divergence_L = (Integer_space + t1) / 43f;

    float t2 = divergence_L;

    avge_int = (i + t2) / 43; ;

}

//1.00363

//2.006127

//3.00919

//5.01317

//6.018381

//7.021444

//8.0244508

//9.027571

//10.03063

//either the quantum state is not just a perfect block, rather a fluid system of indexes which varies on the
```

Energy of its field as

//you go along to infinty. its not . its 1.003458.some says that is 1. and the scale is in L. it does not get smaller than that. the diffrence or error is,

```
// float error = divergence_L / avge_int;
```

```
// Debug.Log(error);
```

//there supposed to be some errorin the probabality space. but probabality space is dx. so may be the eq atio wrong.try2.

```
/*for (int i=1;i<11;i++) {
```

```
float Integer_space2 = ((void_space * i / Parameter) * L_Scale) / (particlefield * tetrahydron_L_scaled  
* Quantum * particle_dimension * Probabilty_space) * E;
```

```
Debug.Log(Integer_space2 / (omega_variant_01 * rateE * Mathf.Pow((Ep / Qubicratio), 2)));
```

```
}
```

```
//1.000019
```

```
//20000379
```

```
//3.0000569
```

```
//4.0000758
```

```
//5.0000947
```

```
//6.001138
```

```
//7.001327
```

```
//8.001516
```

```
//9.0011706
```

```
//10.00189*/
```

```
//electric field.
```

//this above is little satisfying thta it is chronological order. but this distorts the very set of indexes. its

not correct so here is another attempt.

```
for (int i = 1; i < 11; i++)

{

    float intgerfield = (U * (Empty_probablity_space + Probabilty_space) * i) / (propagation_space *
Qfreq * Quanta);

    //Debug.Log(intgerfield);

}

//1.007174

//2.014348

//3.021522

//4.028696

//5.03587

//6.043044

//7.050218

//8.057392

//9.064566

//10.07174

// it seems everything increses in a chronological order. but what is the integer field

// it is yet unknown. is it a smaller grid tne . perhaps the gap between 12 is 125. then 1 is just 1. but
what is

//one. permutation says aton theron is one .perhaps i should use theron scale.

float totalvoid = Mathf.Sqrt(Empty_probablity_space + Probabilty_space) / (Totalforce / TotalCharge);

Debug.Log(totalvoid); //13.38966
```

//if it is 13 then its indexes are not 1 2 t 13 because it will repeat itself at 10. every 10 its the saem number becasue we ar increasing it by one.

//and that is the space.

//again the

float division_01 = (totalvoid / (propagation_space));

Debug.Log(division_01); //2.309813

float division_02 = (Total_E_volume / total_EMfreq);

Debug.Log(division_02); //0.3760273

for (int i = 1; i < 11; i++)

{

float integerspace = (division_02 * i) / division_01;

Debug.Log(integerspace);

float void_convergence = Total_grid_section / integerspace;

Debug.Log(void_convergence);

}

//total index

Debug.Log(Total_grid_section); // 16.25168

//0.1627995

//0.325591

//0.4883865

//0.651182

//0.8139775

//976773

//1.139569

//1.302364

//1.46516

//1.627995 ~ 16.25168

//convergence ~ 99.82883 %

4.10 A touch point calculation, on subjects unclear

Light

"A true Light is not what you see my friend, but what you can Fathom."

From what it seems light seem to behave like particles and light seem to have been made out o waves since there are bulbs also using just electric current to heat up the gas of argon as well and the light is not streaks or it is since we only catch bars at different composition of gases. it seem to have a opposite notion that its not breaking and that it has a volume. it decays with charge or volts of electricity, it seem to radiate even more and the electric or the share can become fire as well radiating its way to black objects of smoke and nearby atmosphere into decay and recompose into nothing but ashes carbon. now thats at least 16 definitions of one light cycle. think what it can have in one light year. On a more serious note. light is neither a photon nor a wave. its an effect of vision and charge like properties because it is an energy. special form of energy. but I'm not sure what it is. but if you calculate the light from a quantic point of view of electromagnetic effect it becomes the combination of two. And Im talking about not the electro magnetic wave, but the rightsize and the left side of integer space. And from its result you can calculate the speed of light. A little faster. but that has to be a little smaller as well. light the energy is blocked by energy. but its energy is radiated through the object. it is the charge the light that makes it hotter or cooler. that appears blue or red or purple. it is fire light that is composed and a perfect example of he suns radiating heat that forms into light. it is the correlative em pulses but at a much smaller scale. from o it cannot start because thats where the em is born. it is when they converge they form light. a bandwidth of electromagnetic conversion. not photons. if you find photons. it means the photons must be a particle made out of em wave. a pion like particle but as big as the electron. so it is only the charge of the energy that is dissipated right and to the left but to the primary factorial of the two.as it is property of primary function of the integer space.and it has vertical gaps. horizontal to its expansion. depending on the wavelength of the light. Current value: 299 792 458. -0.006 ppm CGPM. error in definition of meter. Exact value calculated 299792.458. CGPM.

1638.Gallelio. Lantern Observation.

1667 Acadea del Cimento. moons of Jupiter observation.

>301000 +0.40% error. 1729. James Bradly. Aberration of light.

>315000 +5.1% error. 1849. Hippolyte Fizeau. Toothed wheels
 >298000+- 500. -0.06% error. 1862. Leon Foucault. Rotating mirror.
 >299 792 422.79 -0.0001% error. 1899. Max Planck, Planck Units.
 >299 792.5 +- 30. error -280 ppm. 1907. Rosa and Dorsley. EM Constants.
 >299796±4 +12 ppm error .1926. Albert A Michelson. rotating Michelson. Rotating mirror
 >299792.5±3.0 +0.14 ppm error. 1950. Essen and Gordon-Smith, cavity resonator.
 >299792.50±0.10 +0.14 ppm error. 1958. K.D. Froome, radio interferometry.
 >299792.4562±0.0011 -0.006 ppm error .1972. Evenson and his colleagues laser interferometry
 >198317th CGPM, definition of the metre 299792.458 (exact). exact, as defined.

0.299 7989 2 458 ppx, difference : Source * 0.299792458 index/nsecond. err. 0.0000065.

The calculation

the calculation of light is not defined as a element of Electro magnetic wave but a ratio of Energy moving in primary space volume diagonally in primary integer-space. the right is odd and the left is even numbers.. It's calculated from the integer space, and its primary movement and has been theorized in every different way from what you know. if you want to be critical about it. First think does it explain the phenomenon. The Lorentz Factor γ as a function of velocity. It starts at 1 and approaches infinity as v approaches c . this indeed will match the diagram if you draw the curve of natural numbers right to odd and top to even. but its inverses in my drawings because i draw top to bottom. left to right. because in space there is no point zero that you can draw the integer space from except if Universe is spherical. To get the Lorentz factor its not the same as you are differentiating between odd and even space and moving diagonally. That is what is explained to calculate light. perhaps its a screw. from the front it looks like a rose. 2004. a motion graphics artists impression. There is yet another factor very popular. the past light and the present light. At a candle in the past. when i light it up, how do i get a gravitational wave or the wind ? since everything is phenomenon of the past. the double slit experiment and laser light vs natural light plus the spots and the waves go to a top tower. on a Friday morning, about 9. shining beams of light passing through the tree. you would see. spots or very large photons. the laser is a electro magnetic wave. its not the light but it burns. but the charge created as the volume of light while its disturbing the empty space volume its a light. i don't understand the lights. i just know that if in a gaseous chamber you charge the gas you make light. sometimes the speed is so fast that you cannot see the frequency or too slow to be observed by camera so its invisible. but the gas atoms makes it visible to us. such as Heatwave. Or that the two poles of current moving through a gas is light. we see Current in space. that is not light. But as i said its disturbance create a light. and sound as well. But here i'm saying light is a charged phenomenon of VOID space. its metaphysical but physical. its a volume. but a point directed in shapes. its light and massless. it occurs in collisions of E. the where E is there is light. what was E then ? and the light we get from the Sun, is Fire. IR and Xray is electric current. that why we have XBOX. And this computer. the LED is charged vacuum.

//

```
float[] index_array = new float[10];
```

```
index_array[0] = 1;

index_array[2] = 3;

index_array[3] = 5;

index_array[4] = 7;

index_array[5] = 9;

index_array[6] = 11;

index_array[7] = 13;

index_array[8] = 15;

index_array[9] = 17;

float Temp_index = 0;

float ratio_P = 0;

for (int i = 0; i < 10; i++)

{

    float indexof_propagation = 1 / index_array[i];

    ratio_P = indexof_propagation + temp;

    Temp_index = indexof_propagation;

    i++;

}

float sum_N = 0;

for (int i = 0; i < 10; i++)

{

    sum_N = index_array[i] + temp;
```

```

temp = sum_N;

i++;

}

float ratio_p_avge = ratio_P / (sum_N + ((81f * 2) - 20f));

Debug.Log(ratio_p_avge);//0.9849479

float speed_light = Mathf.Sqrt(ratio_p_avge * (((18f * Quanta) / 2f) * 13f) * wavelength * Plank_Scale)
/ Planktime * 1000f);

Debug.Log("speedof light " + speed_light);//0.2997989 ppx

```

4.11 The Black hole

- history and assumptions
- big bang and the black hole
- black hole and multiverse
- the tunnels of black hole

The Blackhole has been discovered in the 2019 as the hubblescope has pictured the image of a blackhole. but the concept of a black holes existence goes far beyond the theory of Stephen Hawkins. it starts from the observations of eclipses. and the first theorised by Albert Einstein. 1916. Since then a lot of arguments have been presented and still researches going on just by observing it what it is and what is the relationship between black holes and multiverses like the American TV series "Startrek" or the Christopher Nolans latest take on the Interstellar. There are American and other songs like Black hole Sun by Audoslave and rest thinking and pursuing the suppose a Novel called Death by a BlackHole. in the early 1999, the idea was we are going to to end by Andromeda galaxy. there are professional physicists who claim to multiverses through the tunnel of Black holes. but yet there cannot be a fathom of perception actualised without the power of observation. And the the power of theorists of mathematical sense the Logical Explanation. the recent picture is a small blackhole at the centre of our galaxy yellow, supposedly visible light, which is actually a powerful radioactive telescope picking up radiation signals. in normal daylight or in other light one cannot see yellow any other Color on a Black object. because the Color of the Hole is Black. If you say that the wave length and the speed of light is the wavelength and the speed of photonics particle then you can say that the photon is converted into radiation. or charge. but photon is a charged particle without mass. its a current. the current is supposed to be light because it has a wavelength. but if it is a wave, then why is it one particle beaming at from a point billions of them from single candles peak? why do you see the hexagon streak. why do you see the horizontal streak. or the vertical one. why do you see the breaks of light streaks as volume is blocked. of light and its traditional meaning it has been calculated inn my paper pst about the quantum formulisation. there it has been theorized as the phenomenon of charge. that if a Quanta is charged or it has energy we will see it from a level of visual length.

beyond that you need a sharper eye and a sharper needle to peak through the clouds of the galaxy. but if gravity bended light, lord help you see things clearly. a mirror is a better idea. because even Richard Feynman does not know what is a mirror. ad why eventing is in the mirror even if it is lit up or not. One strange thing is no picture has ben found of a black hole event where there is a planet involved. Does it mean that black hole does not have an appetite to eat planets. it just takes the inner core and leaves the shell? or its just interested in the Stars...!

Omega baryonic limit.

HIGGS AND LAMBDA M TO E. AND G AND F TO E > THEREFORE E TO C. THUS AND OCCURRENCE OF C TO E CYCLE.

The Omega baryonic limit seem to be the cyclic matter that converges M to G to G to E to M or skip the e Part and directly to M from G. Since its all Energy invisible t ay effect and even light. But energy in its electric charge is seen and perceived. But force, mass and gravity is s invisible as the darkest void though it exists in the calculations and it explains the phenomenon of the rest of the explanations. Here I want to introduce the concept that is rathe bas on the quantic form and to my believe is active the macro state U scale as well.

4.12 the Mass and the G line

The idea of the mass and the G line comes from quantum properties. The Atomic structure or its Energy distribution. How themes is bended by G as you have seen in the U calculations by the catalyst omega variant and the symmetrical constant. But it is not the same for scale to scale. A bend of carbon plate s power or stress while the bend of m is G for atoms. This mass and G is cyclic because something has to pull and something has to give out to the edge and the sphere will be continuously spherical or even if its elliptical the form is maintained. If it is a form then off from that one can gather all the necessary components against this point. And so forth the shells and the complexities of the energy field to its bonds to its dimensions and so on nothing else but the phenomenons of E coming together to remind us that Energy is not created in this place. It is only Transposed.

4.13 The Big bang dilemma

the big bang and the expanding universe. the centre of the universe. and the fusion variables created from nothing to support the claim. imagination has a place. but the universe in an atom is ridiculous. its 2.31 mev. and it does not decay. it can have heavier mass but 118 of them. 119 for your sake. but an Angstrom to a million miles? that is just a planet. rest is unfathomable by the teeth. The other problem with singularity is, it does not do anything its just a atom in the middle of no where. who will press it who will create the fusion who will create zillions of radiation. That much Energy/ where would it come from? if 1 is every where just 1 and an absolute truth. And yes the multiverse.then how would you claim first there was Adam then there was Ibrahim then there was a tree. but where did the tree come from? from heaven? heaven is which tree. oak or maple? I'm asking a physicist by the way. And if its a multiverse how did the tree of heaven look like. Gore, natural, vegetative or fruity? So it's Edinburgh, UK you are talking about i see. Suppose the planets are created at a very

high speed of the galaxy when the sun was created the same way as the planets. from the speed of its neuronc centre. but what is this big neuronc matter? and where did this big giant come from. something small or something big? that is the question i leave you with. Happy haunting.

“THE WHOLE UNIVERSE COULD HAVE BEEN MADE FROM PURE DEDUCTION”

Albert Einstein.

4.14 A Question

Last but not the least,

What makes the composition of the planets and what is the relationship of E to Compound and its position?

On other matters, what haunted me so far and fuel this research or theory that, why are we at zero as discussed in the earlier topics about comprehending G. The assumed solution is hypothetically mathematical. you see no matter how big the g field in mass bend the limit exceeds to end. and falls back down to its g line. and one can explain the situation thought its total potentiality of G to M and M to G as such, $E = 3.3 \dots 0 \dots -3$. as in this negative pull or a push upwards have a range where it's 0. and you are neither falling nor flying away. Similarly, at 100, $100 \dots 0 \dots -100$. the G field of its frequency expands on neutronic or protonic frequency of GE and FE. and so on the moon is stuck in its field. but its not at in the middle that is 0, or it is. that is yet to be calculated and go to that depth. because the ratio is 7/2. In other planets like Jupiter or Neptune the ratio is different. as there is assumed to be a reverse ratio. so then forth...the mystery awaits.

Citations

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*This is a self theorized calculation. It has no reference except for data to any work the has been done by any person living or dead.